

The Battle of Chickamauga

Historical and Players' Notes

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Order of Battle

This order of battle lists all the units appearing in the game, together with their commanders, number of men, and number of artillery pieces. If a unit had more than one commander during the battle (due to casualties, for example), the officer listed is the one who commanded the unit for the most time during the battle.

Organization also changed during the battle, particularly for the Confederates, who reorganized into two wings for the second day. The Left Wing, under Longstreet, consisted of his corps, Buckner's Corps, and Hindman's Division, detached from Polk's Corps. The Right Wing, under Polk, consisted of Cheatham's Division of his corps plus Hill's and Walker's Corps.

ARMY OF THE CUMBERLAND: *Maj. Gen. William S. Rosecrans*

XIV Corps: *Maj. Gen. George H. Thomas*

1st Division: *Brig. Gen. Absalom Baird*

1st Brigade: *Col. Benjamin F. Scribner. 1923 men, 6 guns.*

2nd Brigade: *Brig. Gen. John C. Starkweather. 1575 men, 6 guns.*

3rd Brigade: *Brig. Gen. John H. King. 1373 men, 6 guns.*

2nd Division: *Maj. Gen. James S. Negley*

1st Brigade: *Brig. Gen. John Beatty. 1098 men, 6 guns.*

2nd Brigade: *Col. Timothy R. Stanley. 558 men, 6 guns.*

3rd Brigade: *Col. William Sirwell. 1099 men, 6 guns.*

3rd Division: *Brig. Gen. John M. Brannan*

1st Brigade: *Col. John M. Connell. 1338 men, 6 guns.*

2nd Brigade: *Col. John T. Croxton. 2279 men, 6 guns.*

3rd Brigade: *Col. Ferdinand Van Derveer. 1788 men, 4 guns.*

4th Division: *Maj. Gen. Joseph J. Reynolds*

2nd Brigade: *Col. Edward King. 1732 men, 6 guns.*

3rd Brigade: *Brig. Gen. John B. Turchin. 1709 men, 6 guns.*

XX Corps: *Maj. Gen. Alexander M. McCook*

1st Division: *Brig. Gen. Jefferson C. Davis*

2nd Brigade: *Brig. Gen. William P. Carlin. 1215 men, 6 guns.*

3rd Brigade: *Col. Hans C. Heg. 1218 men, 6 guns.*

2nd Division: *Brig. Gen. Richard W. Johnson*

1st Brigade: *Brig. Gen. August Willich. 1330 men, 6 guns.*

2nd Brigade: *Col. Joseph B. Dodge. 1130 men, 6 guns.*

3rd Brigade: *Col. Philemon P. Baldwin. 1535 men, 6 guns.*

3rd Division: *Maj. Gen. Phillip H. Sheridan*

1st Brigade: *Brig. Gen. William H. Lytle. 1144 men, 6 guns.*

2nd Brigade: *Col. Bernard Laiboldt. 1520 men, 6 guns.*

3rd Brigade: *Col. Luther P. Bradley. 1536 men, 6 guns.*

XXI Corps: *Maj. Gen. Thomas A. Crittenden*

1st Division: *Brig. Gen. Thomas J. Wood*

1st Brigade: *Col. George P. Buell. 1321 men, 6 guns.*

3rd Brigade: *Col. Charles G. Harker. 1391 men, 6 guns.*

2nd Division: *Maj. Gen. John M. Palmer*

1st Brigade: *Brig. Gen. Charles Cruft. 1304 men, 6 guns.*

2nd Brigade: *Brig. Gen. William B. Hazen. 1467 men, 6 guns.*

3rd Brigade: *Col. William Grose. 1685 men, 10 guns.*

3rd Division: *Brig. Gen. Horatio P. Van Cleve*

1st Brigade: *Brig. Gen. Samuel Beatty. 1384 men, 6 guns.*

2nd Brigade: *Col. George F. Dick. 1122 men, 6 guns.*

3rd Brigade: *Col. Sidney M. Barnes. 1223 men, 6 guns.*

Reserve Corps: *Maj. Gen. Gordon Granger*

1st Division: *Brig. Gen. James B. Steedman*

1st Brigade: *Brig. Gen. Walter C. Whitaker. 2592 men, 6 guns.*

2nd Brigade: *Col. John G. Mitchell. 1124 men, 6 guns.*

2nd Brigade, 2nd Division: *Col. Daniel McCook. 1500 men, 6 guns.*

Cavalry Corps: *Brig. Gen. Robert B. Mitchell*

1st Brigade, 2nd Division: *Col. Robert H. G. Minty. 1891 men, 3 guns.*

Mounted Infantry

1st Brigade, 4th Division, XIV Corps (detached): *Col. John Wilder*

92nd Illinois Mtd. Inf. Rgt.: *Col. Smith D. Atkins. 398 men, 2 guns.*

98th Illinois Mtd. Inf. Rgt.: *Col. John J. Funkhouser. 430 men, 2 guns.*

123rd Illinois Mtd. Inf. Rgt.: *Col. James Monroe. 425 men, 2 guns.*

17th Indiana Mtd. Inf. Rgt.: *Maj. William T. Jones. 436 men, 2 guns.*

72nd Indiana Mtd. Inf. Rgt.: *Col. Abram O. Miller. 441 men, 2 guns.*

39th Indiana Mtd. Inf. Rgt. (detached from 1st Brigade, 2nd Division, XX Corps):
Col. Thomas J. Harrison. 440 men, 0 guns.

ARMY OF TENNESSEE: *General Braxton Bragg*

Polk's Corps: *Lt. Gen. Leonidas Polk*

Cheatham's Division: *Maj. Gen. Benjamin F. Cheatham*

Jackson's Brigade: *Brig. Gen. John K. Jackson. 1311 men, 4 guns.*

Smith's Brigade: *Brig. Gen. Preston Smith. 1597 men, 4 guns.*

Maney's Brigade: *Brig. Gen. George Maney. 1177 men, 4 guns.*

Strahl's Brigade: *Brig. Gen. Otto F. Strahl. 1149 men, 4 guns.*

Wright's Brigade: *Brig. Gen. Marcus J. Wright. 1252 men, 4 guns.*

Hindman's Division: *Maj. Gen. Thomas C. Hindman*

Anderson's Brigade: *Brig. Gen. Patton Anderson. 1865 men, 4 guns.*

Deas' Brigade: *Brig. Gen. Zachary C. Deas. 1942 men, 6 guns.*

Manigault's Brigade: *Brig. Gen. Arthur M. Manigault. 2315 men, 8 guns.*

Hill's Corps: *Lt. Gen. Daniel H. Hill*

Cleburne's Division: *Maj. Gen. Patrick R. Cleburne*

Wood's Brigade: *Brig. Gen. S. A. M. Wood. 1743 men, 4 guns.*

Polk's Brigade: *Brig. Gen. Lucius E. Polk. 1589 men, 4 guns.*

Deshler's Brigade: *Brig. Gen. James Deshler. 1783 men, 4 guns.*

Breckinridge's Division: *Maj. Gen. John C. Breckinridge*

Helm's Brigade: *Brig. Gen. Benjamin H. Helm. 1413 men, 8 guns.*

Stovall's Brigade: *Brig. Gen. Marcellus A. Stovall. 897 men, 4 guns.*

Adams' Brigade: *Brig. Gen. Daniel W. Adams. 1202 men, 6 guns.*

Walker's (Reserve) Corps: *Maj. Gen. William H. T. Walker*

Walker's Division: *Brig. Gen. States Rights Gist*

Gist's Brigade: *Col. Peyton Colquitt. 1680 men*, 0 guns.*

Ector's Brigade: *Brig. Gen. Matthew D. Ector. 900 men, 0 guns.*

Wilson's Brigade: *Col. Claudius C. Wilson. 1100 men, 6 guns.*

Liddell's Division: *Brig. Gen. St. John R. Liddell*

Liddell's Brigade: *Col. Daniel. C. Govan. 1338 men, 4 guns.*

Walthall's Brigade: *Brig. Gen. Edward C. Walthall. 1837 men, 4 guns.*

Buckner's Corps: *Maj. Gen. Simon B. Buckner*

Stewart's Division: *Brig. Gen. Alexander P. Stewart*

Brown's Brigade: *Brig. Gen. John C. Brown. 1341 men, 8 guns.*

Bate's Brigade: *Brig. Gen. William B. Bate. 1212 men, 6 guns.*

Clayton's Brigade: *Brig. Gen. Henry D. Clayton. 1446 men, 6 guns.*

Preston's Division: *Brig. Gen. William Preston*

Gracie's Brigade: *Brig. Gen. Archibald Gracie, Jr. 2127 men, 7 guns.*

Trigg's Brigade: *Brig. Gen. Robert C. Trigg. 1536 men, 6 guns.*

Kelly's Brigade: *Col. John H. Kelly. 1146 men, 6 guns.*

Longstreet's Corps: *Maj. Gen. John B. Hood*

Johnson's (Provisional) Division: *Brig. Gen. Bushrod R. Johnson*

Johnson's Brigade: *Col. John S. Fulton. 869 men, 3 guns.*

Gregg's Brigade: *Brig. Gen. John Gregg. 1337 men, 4 guns.*

McNair's Brigade: *Brig. Gen. Evander McNair. 1207 men, 3 guns.*

McLaws' Division: *Brig. Gen. Joseph B. Kershaw*

Kershaw's Brigade: *Brig. Gen. Joseph B. Kershaw. 1092 men, 4 guns.*

Humphreys' Brigade: *Brig. Gen. Benjamin G. Humphreys. 728 men, 4 guns.*

Hood's Division: *Brig. Gen. E. McIver Law*

Law's Brigade: *Col. James L. Sheffield. 1210 men, 4 guns.*

Robertson's Brigade: *Brig. Gen. Jerome B. Robertson. 968 men, 0 guns.*

Benning's Brigade: *Brig. Gen. Henry L. Benning. 900 men, 0 guns.*

Forrest's Cavalry Corps: *Maj. Gen. Nathan Bedford Forrest*

Armstrong's Division: *Brig. Gen. Frank C. Armstrong*

Armstrong's Brigade: *Col. James T. Wheeler. 1109 men, 4 guns.*

Forrest's Brigade: *Brig. Gen. George G. Dibrell. 2179 men, 6 guns.*

Pegram's Division: *Brig. Gen. John Pegram*

Davidson's Brigade: *Brig. Gen. H. B. Davidson. 1449 men, 6 guns.*

Scott's Brigade: *Col. John S. Scott. 1808 men, 4 guns.*

*700 of these men arrived after the rest of the brigade.

Historical Notes

The battle of Chickamauga was the culmination of a campaign which began in early September of 1863, when Rosecrans, after feigning a crossing of the Tennessee River upstream of Chattanooga, succeeded in crossing most of his army downstream. Bragg, outnumbered and in danger of being surrounded, withdrew from the city.

At this point, things looked bleak for the Confederacy, with Grant's capture of Vicksburg, Lee's retreat from Gettysburg, and the loss of Chattanooga in quick succession. Many in the North were convinced of the Rebellion's imminent collapse, and Rosecrans was urged to headlong pursuit of a supposedly demoralized enemy. Consequently he made the dangerous move of sending his three corps through widely separated mountain passes.

Bragg, meanwhile, had halted his retreat and was receiving reinforcements: Buckner's Corps from eastern Tennessee, Walker's Corps and Johnson's and Breckinridge's Divisions from the west. And he was promised more: two divisions from Lee's army of Northern Virginia, commanded by Lee's most trusted lieutenant, James Longstreet. In 10 days, Longstreet's troops were railed 1000 miles (by a circuitous route—the direct route, half as far, was occupied by the enemy) to join Bragg just in time for the battle.

It gradually dawned on the officers of the Union army that they were advancing into a trap; Thomas went so far as to say, "Nothing but stupendous blunders on the part of Bragg can save our army from total defeat." Fortunately for the Union, the requisite blunders materialized, and attacks on both Thomas' (XIV) and Crittenden's (XXI) Corps—which would have been crushing if delivered—fell through as one after another of Bragg's subordinates failed to carry out his orders.

Granted a reprieve, Rosecrans ordered his army to concentrate on what would become the Chickamauga battlefield, and by September 18th he was largely out of danger.

(It should be noted that throughout this battle, most of both sides' cavalry was off the map to the south, engaged in skirmishing across the creek, and is therefore not included in the game.)

Bragg's plan on the 18th was to cross the Chickamauga Creek north of the Union left flank, which he believed to be at Lee and Gordon's Mill, and march south along the river to roll up that flank. There were problems, however. The crossings at Alexander's and Reed's Bridges were guarded, by Wilder's mounted infantry and Minty's cavalry respectively. Wilder in particular proved the effectiveness of his brigade's Spencer repeaters, holding the crossing for five hours with only part of his brigade and four guns against an entire Confederate corps, retreating (without losses) only after he was in danger of being flanked. It was late in the day before the Confederate army began to cross. Thomas, meanwhile, was marching his corps by night to the

middle of the battlefield.

As dawn broke on the morning of the 19th, both Bragg and Rosecrans had incorrect assessments of enemy positions and plans. Bragg thought that the northern (left) flank of the Union was at Lee and Gordon's Mill, and had ordered his troops there to attack across the river to pin the Union, while the rest of his army crossed the river downstream (the Chickamauga flows north/northeast on the map), wheeled left, and rolled up the Union left flank. Thomas had by then extended the Union left about to Jay's Mill (hex 22,17).

Rosecrans assumed that the Confederate army was still south of the river, when in reality most troops had already crossed.

The first day's fighting, therefore, consisted of a series of discoveries for both sides, beginning with the fighting around Jay's Mill. Both commanders sent reinforcements to the engaged units and the reinforcements usually ran headlong into each other, never getting to the troops they were supposed to reinforce. Thus, the battle lines were formed in an arc stretching from Jay's Mill to Lee and Gordon's Mill. The Confederates had the numerical advantage and slowly pushed the Union back to defensive positions along the main north-south road (hex column 13 on the map). At one point late in the day, the Confederates almost broke through to Villetoe (hex 9,19) but a counterattack by the Union's mounted infantry forced the exhausted Confederates to retreat back to their previous positions.

Long after dark, the first day's fighting gradually came to a halt. On balance, it was a Union victory; Bragg had been thwarted in his plan to flank the Union line, the Union occupied strong positions, and the Confederates had suffered much greater losses.

During the night, Thomas took the opportunity to have his troops fortify their positions around Kelly's (hex 13,17), Poe's (hex 13,19), and McDonald's (hex 13,13) fields. Both armies recovered their stragglers and redeployed their troops to better prepare for the morrow. Bragg divided his forces into two wings: the left assigned to Longstreet, who had just arrived during the night, and the right assigned to Polk. These two wings were to attack on the 20th, with Polk's wing beginning the attack. The Union's battle plan was completely defensive.

The second day's battle got off to a very slow start as Polk displayed anything but haste. When Polk finally did begin to attack, his forces engaged Thomas' Corps in a piecemeal fashion. Attacks on Thomas' fortified front were easily repulsed. An attack on his left flank was more serious, but reinforcements from the southern half of the army arrived just in time to counter it, and Polk managed to throw away his opportunity by failing to follow up with his reserves.

At this point, there occurred the pivotal event of the battle, which changed Confederate defeat to victory and bears consideration in detail.

The left-center of the Union line consisted of, from south to north, Wood's (XXI/1), Brannan's (XIV/3), and Reynolds' (XIV/4) Divisions. Brannan's line ran through a woods and could not be seen from the rear; a passing staff officer gained the impression that a huge gap existed in the line between Wood and Reynolds, and communicated that misinformation to Rosecrans, who hastily dispatched an order to Wood, instructing him to "... close up on Reynolds as fast as possible, and support him." With Brannan in the way, it was of course impossible (not to mention unnecessary)

for Wood to execute the order literally. A wise course might have been to ask for clarification of the order, and Wood might have done so but for the fact that, earlier that morning, Rosecrans had publicly and at length upbraided Wood for failure to carry out an order quickly enough. Wood was in no mood to argue, and, taking his two brigades out of line, marched them north behind the Union lines to look for Reynolds.

Meanwhile, Longstreet had prepared an attack, much more concentrated than Polk's effort: an attack column with a narrow frontage, consisting of Johnson's, Hood's, and McLaws' Divisions (Longstreet's Corps, commanded by Hood), protected on its right flank by Stewart's Division and on its left by Hindman's and Preston's. By coincidence, the center of this mighty assault was pointed directly at the position Wood had so recently vacated, and Johnson's advancing brigades met only empty air. Pouring through the gap, Hood's column met Wood's rear brigade and Van Cleve's Division (XXI/3), both marching toward Thomas, and destroyed them. Hood's and McLaws' Divisions took Brannan from the flank, mauling his right-hand brigade and forcing him back.

Further on the Union right were Davis' (XX/1) and Sheridan's (XX/3) Divisions. Davis had been ordered to close up on Wood, and was beginning to move to fill the gap; Sheridan had been ordered to join Thomas, and was marching across Davis' rear. Hindman hit both divisions while they were in motion, and they routed from the battlefield (incidentally taking Rosecrans with them).

In a matter of minutes, the Union right had ceased to exist, leaving Thomas' command alone on the battlefield. The only bright spot was Wilder's Brigade on the extreme right, which once again demonstrated the value of their repeaters by attacking Hindman's left-hand brigade and forcing it back.

Meanwhile, Brannan's division and remnants of several others had rallied on the ridges south and southwest of Snodgrass' Field (hex 10,16), which became the new right flank of the Union army. Longstreet made repeated attacks on this position for the rest of the day but failed to carry it. Polk had largely ceased his attacks, allowing Thomas to concentrate his reserves against Longstreet. Flanking attempts to the west were thwarted by the timely arrival of Steedman's Division (Res/1) on the field.

After dark, the Union forces retreated in fairly good order down the road (running from hex 11, 15 to 4, 10 on the map), from there to Rossville (hex 5, 1) and eventually Chattanooga. The Confederates, exhausted by Thomas' resolute defense, did not pursue with much vigor.

Thomas earned the nickname "the Rock of Chickamauga" for his conduct. Rosecrans was eventually relieved of his command (and replaced by Thomas). Casualties were very heavy for both sides: 21,000 for Bragg and 16,000 for Rosecrans, making Chickamauga one of the bloodiest battles of the war.

Players' Notes

CONFEDERATE STRATEGY

You have a distinct numerical advantage at the beginning of the game, and the bulk of your army is concentrated in the center of the battlefield. The Union forces are

scattered and vulnerable. All of this gives you the strategic initiative.

Without a plan of action you will almost certainly fritter away your opening advantage. The Union player is going to consolidate his army into a line while reinforcements pour in from the southern edge of the map. Therefore, before you give a single unit an order, look at the strategic maps and decide the general direction of your attack and which units are going to perform it. Establishing rough goals for each of the first five turns (which takes you through the daylight hours of 19th) is very useful, and provision should be made for resting units and maintaining a strategic reserve (at least a division) to handle disasters or exploit success. The idea of a reserve is crucial, and if you do it while your opponent does not, you will find you have an advantage almost equivalent to cheating.

You have tremendous flexibility in handling your army, but there are four basic plans for the first day: 1) attack due west with your most concentrated forces (the ones in the area of hex 17,25) to cut the main roads near hex row 25 and roll the Union forces south of there back toward the south map edge; 2) push northwest with those forces to cut the roads about hex row 20, isolating Thomas from the rest of the Union army; 3) push the main force north against the center of the map, cutting up Thomas' isolated units before reinforcements can reach them; or 4) try an end-around race to Rossville, using the cavalry to charge through the lightly defended northern portion of the map while the infantry keep pressure on the Union center to prevent a shift of troops to the north.

All of these good plans have weak points, the most aggravating one being that the opposing player neither cooperates nor behaves as expected. In general, you need to assess the opposing commander's tendencies and skills and plan to exploit the weakness found therein. Indeed, it may be that a defensive posture is warranted if your opponent is absurdly reckless. However, your opening advantages are only of time and position. Left alone, the Union can equalize positionally, and when all units have arrived on the battlefield the Union is nearly equal (and will probably hold a slight advantage until your main reinforcements arrive at nightfall). Your task almost certainly requires early forceful action in order to translate your initial advantage into a permanent numerical or positional advantage.

Should the Union player know your plan, he is almost certainly capable of thwarting it; the simplest ways are covered below.

UNION STRATEGY

You must realize that though you start the game with fewer forces, scattered all over the map, you do have three advantages: 1) you will have a numerical advantage during the latter part of the first day; 2) the mounted infantry units have the fire power to cause a lot of Confederate casualties; and 3) you do have some room to maneuver and can buy time at the expense of giving ground, especially in the north.

Historically, the Union began the battle by launching attacks with the XIV Corps, which caused confusion in the southern ranks and bought the Union enough time to bring up their reinforcements. Though the Confederates did not press the Union heavily in the north, the Union later elected to pull back to the passes through the ridge terrain (hexes 12,1 and 11,5), thereby reducing the number of troops required to hold the line. The ridge terrain all by itself is an almost insurmountable obstacle and,

therefore, the next units in the Union line were in McDonald's field (hex 13,13).

It is essential that you read the strategic notes for the Confederate player, since your first task is going to be primarily one of reacting to Confederate thrusts. Plan 1 can be stopped by using the northern XIV Corps units to harass the southward movement of your troops while using the reinforcements to build an awesome line of very short length to meet the attack; 2 is stopped by taking all reinforcements due north on the road along hex column 7, thereby concentrating a mass of fresh divisions around Villetoe (hex 9,19) to greet the tired Confederate forces when they finally force their way through the original Union line; 3 is the most difficult to thwart simply because it is the least audacious; however, counterattacks from the north and possibly the center around Viniard's field (hex 12,24) with the intent of getting to the southern exit roads can be really annoying for the Confederate player; 4 is defeated by holding the Reserve Corps units back to block the roads leading to Rossville through the difficult ridge terrain, while the bulk of the army forms up in the center and south.

Though the first day can be quite rough for you, a frugal husbanding of resources often will put you in the position of being able to mount devastating attacks on the second day.

TACTICS

Unit Types and Sizes: Cavalry, being less powerful than infantry, should be maintained in a reserve and scouting role, only engaging in a slugfest when they have overwhelming odds or when absolute desperation requires it.

Mounted infantry are wonderful for the Union player, being good at everything. The Confederate player should attempt to melee these units whenever good odds (2:1 or better) can be achieved. The obvious counteraction by the Union is to keep these units stacked with larger infantry brigades to make good melee odds difficult to obtain.

Headquarters have to be kept 3 or more hexes to the rear of the front line, for losing 2 or 3 headquarters can cause a whole lot of problems with supply.

Infantry are the basic fighting units and the larger ones (1200+ men) should attempt to use their numerical advantage in melee attacks. Those units with around 1000 men are best used in fire combat and still smaller units should be stacked with other friendly units to reduce their vulnerability, or used in the role of scouts.

Terrain: Defend on ridges and behind the river (if you can). Blocking a river crossing, such as at Lee and Gordon's Mill (hex 10,31), is much easier than defending the three or four additional hexes of front that would probably exist should you pull your troops back. The bloodbath may be distressing, but if holding a river line is difficult for your troops, they certainly cannot hold a defensive line in woods terrain. Field and clear terrain is killing ground more suitable for burying your dead and setting up hospital tents. It should only be occupied when no alternative exists for keeping a continuous line. When you encounter fields in your path of march and are uncertain about whether the enemy holds the far side of the clearing, the recommended procedure is to skirt the field using the bordering terrain or send a "volunteer" forward to assess the danger. Often your opponent will hold woods hexes on the far side of a field, while you hold the near side. Should you still want to attack, try to make sure you do not end the turn in the field hexes for it gives your opponent too many pretty choices.

Fortify at night if you plan on holding the hex the following day. In many cases, a couple of fortified hex-sides outweigh the benefits of a night's sleep.

Fire Combat: Units with low morale, fatigue, and/or communication levels are so ineffective in fire combat that they usually receive more casualties than they give. Get the weak units out of the line, rest them up, and put them back in supply. Maybe they can be of use two or three turns later. Inevitably, you start with one or two excellent divisions, begin an attack that goes well, and after a few turns run up against your opponent's reserves. By this time your units are worn down and are facing a relatively fresh enemy. The correct response is to have a reserve of your own to continue the attack while the original assault forces recover from their exertions. Ordering your fatigued troops to continue firing achieves very little in terms of enemy casualties and leaves you with the exact same dilemma on the following turn.

Never use march mode where you might be fired upon: hundreds of casualties can be taken with appalling quickness. When you are searching out the enemy use cautious mode and try to avoid clear and field hexes. The visibility rule rewards the player who positions a unit at the edge of a large field by identifying all enemy units in or adjacent to the field. Use fire far mode to lob artillery shots at distant road/trail hexes likely to be used by moving enemy troops (e.g., river crossing points). Remember that the firepower of one artillery piece is equivalent to that of over 200 men.

Melee: Get the best odds possible when attacking because the greater your preponderance of strength, the fewer casualties you'll take and the more you'll cause. Borderline attacks should not be ordered, for you will receive casualties from fire combat while your units organize for an attack; if the final result is then to take more casualties than the defender, you would have been better off trading fire.

Prepare your attacks one turn in advance by getting the attacking units into the hexes from which they will attack and then have them soften up the enemy by spending the rest of the turn in fire near mode. This will often intimidate the enemy into retreating and let you advance unopposed the next turn.

When defending, be alert for masses of fresh units that the enemy might use to overwhelm the weak points in your line. Try to maintain a few uncommitted units immediately to the rear of your line to fill it out when danger threatens. It is always rewarding to add a second brigade of 900 men to a brigade of 1100 men and then watch the enemy player's attack with 2800 men fail miserably.

The most important tactic in attacking is surrounding enemy units. This is possible with a minimum of two units, one on either side of the enemy hex. Once this is done, the defending unit's strength is reduced by almost a third. Note that should your units have to attack while surrounded, their effective strengths are also reduced. Surround weak units and attack. Surround strong units and shoot them to death while their communications deteriorate.

Bibliography

The following works were consulted in designing *The Battle of Chickamauga*. We particularly recommend Tucker's book to those interested in the battle: it's the best account of Chickamauga ever written.

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Credits

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